

the SENTRY



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The Sentry

For the Commodore 64/128

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the SENTRY

In a strange universe of 10,000 landscapes where the only force is pure energy, a lone robot does battle against the Sentry and her agents the landgazers.

You control this robot in its attempt to usurp the Sentry as ruler of the landscape. To do this, you must maneuver around the Landscape, avoiding the withering stare of the Sentry and Landgazers, until you are in a position to absorb the Sentry. Her energy is yours and you can replace her as the ruler of that Landscape.

Once you have achieved this, you may draw upon your energy reserves and hyperspace into a new, even more challenging Landscape to begin the struggle afresh.

GETTING STARTED

Once the game has loaded, the title screen will be displayed. Press any key to access the Landscape Selection Screen, shown below.



You will first be asked to input a Landscape number. Type in the number of the Landscape you wish to go to and press RETURN.

If this is your first game of The Sentry, or you have yet to be given a Secret Entry Code, select Landscape 0000 by just pressing RETURN. As this is the only Landscape which does not require a Secret Entry Code, the next section will be skipped and the game will start.

After you have selected a Landscape to go to, you will be asked to input an 8 digit Secret Entry Code.

Each Landscape has a corresponding unique Entry Code which is given once you have successfully absorbed a Sentry and Hyperspaced safely out of her Landscape.

Type in the Secret Entry Code number corresponding to your selected Landscape and then press RETURN to start the game.

If you make an error when typing in numbers, you may edit them using delete. If you input an incorrect Secret Entry Code, you will be put back to the title screen after a delay of about fifteen seconds.

LANDSCAPE OVERVIEW

After passing thru the Landscape selection section, there is a delay of about nine seconds, after which you will be shown an aerial view of your chosen Landscape. This shows the relative positions of the Sentry (the one standing on the tower) and any Landgazers that may be present.



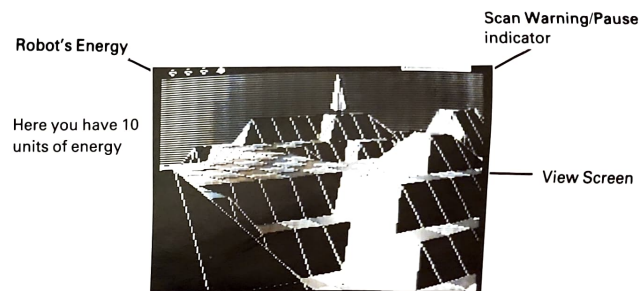
Aerial view of Landscape 0894 with its Sentry and five Landgazers.

You should study this display closely as it will give you a feel for the Landscape and enable you to plan your assault on the Sentry. Although your starting position is not shown on this aerial view, it is near the lowest altitude possible on the Landscape.

Once you are familiarized with the Landscape's layout, press any key. You will be teleported onto the surface of the Landscape and your battle with the Sentry will commence.

The Display Screen

After a delay of about six seconds, your robot's vision will clear and you will be shown a view of the Landscape as your robot sees it. Above the viewscreen are two gauges; Robot's Energy and the Scan Warning/Pause indicator.



Robot's Energy

This gives an icon representation of how much energy your robot has in its reserves. The icons represent the following energy values:

Golden robot = 15 units	Boulder = 2 units
Robot = 3 units	Tree = 1 Unit

Thus if the display showed 1 golden robot, 2 robots and a tree, this means that you have 22 units of energy.

Scan Warning / Pause indicator.

If a Sentry or Landgazer spots you, and can see the square your robot is standing on, this indicator will fill with specks. This is called a Full Scan. If the indicator is only half filled with specks, you have been spotted but the Sentry or Landgazers cannot see the square your robot is standing on. This is called a Half Scan.

If you pause the game, the Scan Warning / Pause indicator will be filled with solid colour until you unpaue.

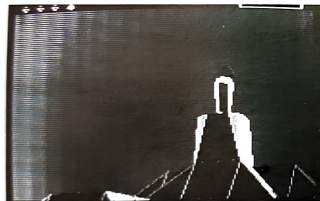
LOOKING AROUND

At the start of the game, the Sentry and Landgazers (if any) are stationary, listening for any sound which will give an intruder's position away.

You should use this safe period to have a look around the Landscape using the panning keys. This will give you a good idea of where on the Landscape your robot is and how you should proceed.

Panning is the only operation your robot can do which does not make a noise. Once you make a noise, by doing a U-Turn for example, The Sentry and Landgazers will hear you and start to track you down.

View of landscape 0000 after 9 right pans and 3 pans up. You can clearly see the Sentry on her tower facing directly away from you.



Although you can pan right and left thru 360 degrees, you can only pan up and down thru about 80 degrees. This means that you cannot get an upsidedown view of the landscape.

SCANNING

Once the Sentry and Landgazers are active, they operate as follows:

They slowly rotate on the spot, searching the Landscape for squares which contain more than 1 unit of energy. They will ignore empty squares and squares with only trees on, because trees are worth only 1 unit of energy.

Once they can clearly see a square with an energy content of two or more, they lock onto that square and start redistributing the energy in the following manner.

1 unit is taken from the square and a tree is created on a random empty square. This sequence is repeated until there is only 1 unit of energy left on the square (ie. a tree). The Sentry or Landgazer will then continue rotating.

For example, a Sentry spots a robot on top of a boulder.

First the robot (worth 3 energy units) is transformed into a boulder (worth 2 energy units) and a tree is created somewhere. Then the Boulder becomes a tree and second tree is randomly placed on the Landscape. You now have a tree on top of a boulder, worth 3 energy units.

Next, this tree disappears (leaving just a boulder) and a third tree is put somewhere on the Landscape. Lastly the boulder is transformed into a tree and a final fourth tree is created at a random location.

It is important to realise that the amount of energy in a Landscape always remains constant no matter what. In the above example, the original 5 units of energy (a robot and a boulder) was turned into 5 trees.

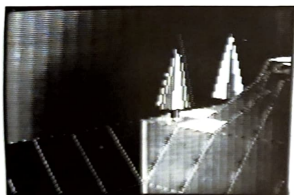
ABSORBING OBJECTS

Your robot can absorb Meanies, trees, boulders, robots, Landgazers and the Sentry herself and add their energy content into your robot's energy reserves.

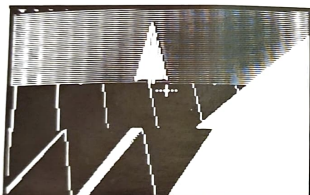
To absorb an object, turn on your sights and centre them on the square surface below the object to be absorbed and press the absorb key.

The object will dissolve and once it is completely gone, your energy reserves will increase by an amount corresponding to that object's energy content.

ie. Absorb a boulder and your energy reserve goes up by 2.



Sights
correctly
placed to
absorb the
tree.



Tree is too
high up to
correctly
place sights.

Boulders are different to all the other objects in that you only have to place the sights on a boulder's side in order to absorb it or to absorb an object directly on top of the boulder.

If your sights are incorrectly placed when you press the absorb key, an audible warning will sound and you will not absorb the object. Move the sights and try again.

Once you have absorbed an object, turn off your sights as panning is much slower with them on and you will have to move quickly to avoid the Sentry or Landgazers.

CREATING OBJECTS

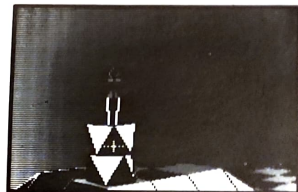
Your robot can create robots, boulders and trees from its energy reserves.

Creating objects works in a similar way to absorbing. First turn on your sights and centre them on an empty square then press **R** to create a robot, **B** to create a boulder and **T** to create a tree.

The object will slowly appear pixel by pixel and your energy reserves will decrease by an amount corresponding to the created object's energy content.

ie. Create a robot and your energy reserve goes down by 3.

Place the sights on the side of the top boulder in a stack to create an object on the top of the boulder stack.



Boulders can be placed on top of each other to form a stack on top of which a tree (of questionable use) or a robot can be placed.

To create an object on top of a boulder, place your sights on the boulder's side and then press **R, T** or **B**.

MOVING

To move around the landscape, first create a robot as described in the section Creating Objects. This new robot can either be on the ground or on a stack of boulders. Then press the transfer key, ensuring that your sights have not moved and are still on after creating the robot.

You will be transferred into the new robot, facing towards your old robot which you may absorb along with any boulders it may have been standing on.

You may now move freely around the Landscape, using boulder stacks to gain altitude until you are in a position to absorb the Sentry and become master of the Landscape.

BEING SCANNED

If a Sentry or Landgazer spots you and can see the square you are standing on (or the boulder you are standing on) the Scan Warning indicator will fill with specks and you will hear a low buzzing sound.

This means that you are being subjected to a full scan.

You have about 5 seconds to move out of the Sentry or Landgazer's view before your energy reserve is drained 1 point at a time. Each time an energy unit is drained, a tree is randomly placed on the Landscape.

Once all of your energy has been drained, you will be absorbed and the game is over.

HYPERSPACING

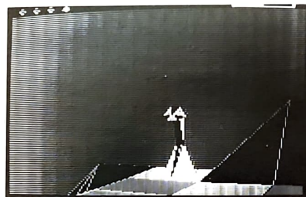
Another way of moving is by hyperspacing. This uses 3 units of energy from your reserve, because it creates a new robot in a random position on the Landscape and automatically transfers you to it, leaving your old robot behind.

You are likely to end up at the same height or lower, but never on your original square. If you hyperspace with less than 3 units of energy, you have destroyed yourself and the game is over.

MEANIES

If you have been spotted, but the Sentry or Landgazer cannot see the square which you are standing on, the Scan Warning indicator will half fill with specks and you will hear a low buzzing sound. This means that you are being subjected to a half scan.

Because the Sentry or Landgazer cannot absorb your energy, it attempts to force you out into the open. First it will look for a tree in your robot's near vicinity. Once a tree is found, the Sentry or Landgazer will transform this tree into a Meanie.



A Meanie on the prowl

The Meanie's job is to flush you out, which it does by forcing you to hyperspace. The Meanie rotates quickly making a low clicking sound, until it is facing towards your robot. If the Meanie can now see your robot, you will automatically hyperspace and 3 energy units will be deducted from your energy reserve. If you have less than 3 energy units in your reserve when you are forced to hyperspace, the Meanie has killed you and the game is over.

Once the Meanie has forced you to hyperspace or if it could not see you, the Sentry or Landgazer which created the Meanie will transform it back into a tree.

WINNING THE GAME

Once you have maneuvered your robot into a position where you can see the top of the Sentry's tower, you can absorb her.

Once the Sentry has been absorbed, you can no longer absorb energy although you can still create objects and transfer to other robots. If there are any Landgazers still on the Landscape, they are still active and a threat to your continued existence.

Once the Sentry has been absorbed, create a robot on her tower, transfer to that robot and then hyperspace out of that Landscape. You have defeated the Sentry and ousted her out of the Landscape, but that was only 1. There are 9,999 other landscapes to conquer, every one more hazardous than the last.

Once you have hyperspaced out of a landscape, after a delay of about 15 seconds, you will be given a Secret Entry Code to a new landscape.

The Landscape you are given access to is worked out as follows:

The amount of energy in your reserve less 3 units for the hyperspace added to the number of the Landscape you just hyperspaced from.

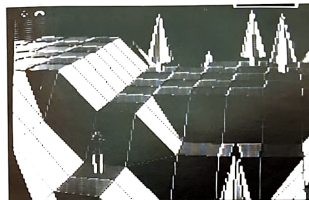
For example you just hyperspaced from Landscape 4096 with 35 units of energy in your reserve.

You will be given the code to Landscape 4128. $(4096 + 35 - 3)$

HINTS AND TIPS

Once the Sentry and Landgazers are activated, they rotate on the spot thru 360 degrees in 30 degrees increments.

It is important to work out which way each Landgazer and the Sentry is rotating (either clockwise or counter-clockwise) as this will enable you to avoid their withering stare.



The Sentry's view of your starting position on Landscape 0000 after 6 counter-clockwise turns.

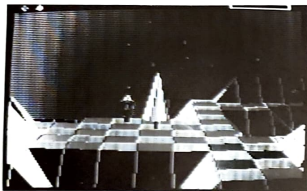
you are clearly in danger of being absorbed if you remain here for long.

If you are not sure if a Sentry or Landgazer can see a square which you wish to transport to, create a boulder on the square. If the boulder is absorbed, then just wait until you hear the Sentry and Landgazers rotate. It should now be safe to transport to that square, unless a different Sentry or Landgazer can now see the square.

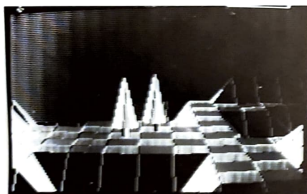
TREES

At first the only thing trees seem to be useful for is to top up your energy reserves. But they do have another use.

Because you cannot be absorbed if a Sentry or Landgazer cannot see the square that you are standing on, you can create trees in a position such that the Sentry or Landgazer's view of your base is blocked.



A Landgazer's view of your robot where you are clearly in danger of being absorbed.



By placing a tree between yourself and the Landgazer, you can no longer be absorbed.

You will now only be Half Scanned.

Beating the Meanies

The Meanie rotates very quickly, so do not waste your time panning round looking for it. The Meanie will get you long before you get it. Only if the Meanie is created in your view screen or if you know where the Meanie is should you try to absorb it.

A Meanie, like a tree is worth 1 energy unit.

If you cannot immediately absorb a meanie, you should create a robot nearby and transfer to it. You should now see your old robot and the Meanie. The Meanie will rotate until it faces your old robot and then realizing that you are no longer in it, The Meanie will revert back to a tree.

If you absorb the Landgazer which created a Meanie while that Meanie is active, that Meanie will freeze in position and be 'dead'.

A real challenge is to force a Meanie to be created on the Sentry's tower.

IMPOSSIBLE LANDSCAPES?

Some Landscapes initially appear to be impossible to complete, but this is not the case, all Landscapes are solvable. The most difficult part of a Landscape is at the beginning when you do not have much energy in reserve and you are at the lowest altitude.

You quite often have to hyperspace once or twice at the start of the game in order to get to an area which is of any use.

If you get really stuck, go back to the last landscape and finish it with a different amount of energy. This will skip the difficult landscape.

You should now know enough to devise your own strategies and master 'The Sentry', the most absorbing game of all time.

0012-40693494

L3 427877
L6 75405
L7 1000000
L26 1000000
L44 04079116
L57-43876970
L82-16436772
L88-16436772
L101-64655497
L108-94299331
L119-78288249
L10 67510065
L21 82598093

the SENTRY

Commodore 64/128

HOW TO LOAD THE DISC

Place the disc into the disc drive and close the hatch.

Type: **LOAD "*",8,1**

Press the **RETURN** key.

The Game will start as soon as loading is complete.

key list

Pan left	S	Transfer	Q
Pan right	D	Absorb	A
Pan up	L	U-Turn	U
Pan down	,	Hyperspace	H
Create Robot	R	Sights on/off	SPACE
Create Boulder	B	Volume down	7
Create Tree	T	Volume up	8
Quit	⇐ f1		
Pause	CRSR ⇐	Unpause	⇐ CRSR
	⇒		⇒

Energy equivalents

Sentry	4	Boulder	2
Landgazer	4	Tree	1
Robot	3	Meanie	1

